

AMENDMENTS TO THE ABSTRACT:

Please amend the Abstract as follows:

In a game system in which two related virtual game spaces are separately displayed on a first display ~~means-device~~ and a second display ~~meansdevice~~, first display control means that causes an object, contained in a first game space represented by a three-dimensional coordinate system, is to be displayed on the first display meansdevice, and second display control means that causes an object, contained in a second game space which is different from the first game space to be represented by a two-dimensional coordinate system, is displayed on the second display means are provided device. Based on a virtual positional relationship between the first game space and the second game space, the second display control means causes a related image of an object located in the first game space to be displayed on the second display means. A coordinate conversion process is performed in which coordinates indicating a current location of the object in the first game space are projected onto a plane corresponding to the second game space, so as to convert the coordinates in the first game space to coordinates in the second game space, thereby computing coordinates indicating a location in the second game space for creating a related object/image, e.g. a shadow, which corresponds to the object in the first game space.